

ABSTRACT

A game is played using a target unit that has at least two target holes defined therein and a plurality of protrusions thereon. A game ball is thrown at the target unit and either enters a target hole, rebounds from the target unit, or misses the target unit. Players are divided into teams and each team is awarded points if a player from that team successfully tosses the game ball into a target hole. Time limits can be imposed for the overall game, the time allotted for a team to throw a ball, or the like. A player is charged with fouls for leaving a designated player area, contacting another player or the like, and can be disqualified from the game if that player accumulates too many fouls. The target can be modular and can be rotated during play.